| | 01 | a |
|---|----|---|
| U | ΩŢ | Z |

(Pages: 2)

| Reg. | No | |
|------|----|--|
| | | |
| | | |

Name.....

B.TECH. DEGREE EXAMINATION, MAY 2014

Eighth Semester

Branch: Civil Engineering

BUILDING TECHNOLOGY AND MANAGEMENT (C)

(Old Scheme—Prior to 2010 Admissions)

[Supplementary/Mercy Chance]

Time: Three Hours



Maximum: 100 Marks

Part A

Answer all questions.
Each question carries 4 marks.

- 1. What are the general concepts in concrete mix design?
- 2. Write a note on slip form.
- 3. List the advantages of low cost roofing systems.
- 4. Explain what is meant by Ferro cement.
- 5. Enumerate the objectives of Civil Engineering management.
- 6. State the objectives of site organization in construction management.
- 7. What are the functions of material management?
- 8. Explain the meaning of global contract.
- 9. Differentiate between earnest money deposit and security deposit.
- 10. Write a note on voidable contracts and performance.

 $(10 \times 4 = 40 \text{ marks})$

Part R

Answer all questions.
Each question carries 12 marks.

11. (a) Briefly describe the ACI method of concrete mix design.

Or

- (b) Write notes on the following:-
 - (i) Formwork for walls.
 - (ii) Formwork for stairs.

Turn over

12. (a) What are the advantages of prefabricated construction? Briefly explain the principles of design of prefabricated wall panels.

O

- (b) What is standardization? Why is it necessary in construction industry? What are the functions of ISO?
- 13. (a) Briefly explain quality control and inspection in construction engineering and management.
 - (b) Explain how the organization of labour, resources and materials done in a construction company organization.
- 14. (a) Explain different types of contracts in detail.

O

- (b) Explain the method of execution of work by cost plus contract method.
- 15. (a) What are the possible contractual problems? Discuss in detail.

Or

- (b) Describe the following:
 - (i) Disputes and arbitration
 - (ii) Tender notice

 $(5 \times 12 = 60 \text{ marks})$

